

MAYA SRIKANTH

github.com/mayasrikanth
mayasrikanth.github.io

EDUCATION

California Institute of Technology (Caltech)
B.S. Computer Science, Business Economics Management

September 2017 - June 2021 (senior)

WORK EXPERIENCE

CrowdAI, San Francisco
Deep Learning Intern

January 2021 - May 2021

- Implementing and improving semi-supervised learning and self-training methods to reduce data annotation costs.

Virtualitics Inc., Pasadena
VR Developer Intern

June 2019 - December 2020

- Worked with engineering and design teams to create an AR application for data visualization. Optimized data visualization in AR using mesh generation.
- Lead on engineering project to integrate hand-tracking into production build for VR.

Barclays, NY
Technology Developer Intern, Sales Workstation

July 2020 - August 2020

- Monitored data centers, compiled disaster recovery report with hardware recommendations. Programmed Java simulations for performance testing with GridGain and Apache Ignite over a variety of basic cluster topologies, compiled report for cluster computing best practices.

California Institute of Technology, Pasadena
Undergraduate Researcher, Prof. Colin Camerer's group

Dec 2018 - Apr 2020

- Performed data analysis on purchase data to empirically model consumer habits.
- Programmed unity WebGL simulation using Unity game engine and integrated application with web browser for use in future Caltech Neuroeconomics experiments.

RESEARCH

California Institute of Technology, CA
Undergraduate Researcher, Prof. R. Michael Alvarez's group, Prof. Anandkumar's group

Jun 2019 - present

- Worked in collaboration with Professor Alvarez's group and Prof. Anandkumar's group to develop natural language processing and AI-driven techniques for tracking the evolution of dynamic online conversations on social media platform and efficiently detecting online trolling. Developing a dynamic keyword selection algorithm utilizing word embedding models and time series modelling to discover trending hashtags and topics in online conversations.
Demonstrated performance improvement of an embeddings-based keyword selection approach over conventional conversation tracking and data collection methods in current social science research. Deployed method in real-time to study online conversations involving the #MeToo movement and voting. Paper accepted to NeurIPS 2019, extended abstracts accepted to Social ML Symposium 2020 and PolMeth 2020. Poster accepted to ICML 2020 WiML workshop for presentation. Planning to utilize neural conversational models and our dynamic keyword methodology to build automated AI tools for countering online abuse. Research design proposal for neural conversational anti-troll Chatbot accepted to APSA 2020 for presentation.

- Developed an interactive classroom space for higher education in Virtual Reality in Caltech's VR Labs using UX-based design principles. Technologies used include Unity game engine, C#, and vive headset. Used mesh generation to provide for doodle-board capabilities and included calibration in VR space. Presented and demoed project at Educause Learning Initiative Conference 2019.

TEACHING

California Institute of Technology (Caltech)

January 2020 - March 2020

Teaching Assistant, Department of Computing and Mathematical Sciences

- Undergraduate teaching assistant for Caltech's Data, Algorithms, and Society (CS/IDS 162), responsible for holding class discussions and office hours, as well as grading assignments.

California Institute of Technology (Caltech)

October 2020 - December 2020

Teaching Assistant, Department of Computing and Mathematical Sciences

- Undergraduate teaching assistant for Caltech's Computer Graphics Lab (CS 171), responsible for holding recitations and office hours, as well as grading assignments.

PUBLICATIONS

Workshops

- Liu, A., **Srikanth, M.**, Adams-Cohen, N., Alvarez, M., Anandkumar, A. (2019). Finding Social Media Trolls: Dynamic Keyword Selection Methods for Rapidly Evolving Online Debates. *Conference on Neural Information Processing Systems AI for Social Good Workshop*.
- Extended abstract with updated work accepted to 2020 *Social Machine Learning Symposium*.
- Abstract with updated work accepted to 2020 *Society of Political Methodology Conference*.

PRESENTATIONS

Poster Presentations

- **Srikanth, M.**, Liu, A., Adams-Cohen, N., Alvarez, M., Anandkumar, A. (2020). Dynamic Algorithm for Social Media Troll Detection. *International Conference in Machine Learning WiML Un-Workshop*.
- **Srikanth, M.**, Adams-Cohen, N., Liu, A., Anandkumar, A., Alvarez, M. (2020). Tracking Social Media Movements with Dynamic Keyword Algorithm. *Society of Political Methodology Conference*.
- **Srikanth, M.**, Adams-Cohen, N., Wang, P., Liu, A., Anandkumar, A., Alvarez, M. (2020). Artificial Intelligence Chatbot to Combat Trolling on Social Media Platforms. *American Political Science Association Conference*.
- Lombeyda, S., Chen, L., Ravishankar, N., **Srikanth, M.**, Djorgovski, G. (2019). A Higher Ed VR Classroom: An Enhanced Reality for Teaching. *Educause Learning Initiative Conference*.

AWARDS & HONORS

- Society of Political Methodology Undergraduate Initiative (ICPSR) Fellowship Recipient, 2020
- Caltech Summer Undergraduate Research Fellowship Recipient, 2018
- Awarded NSF Harvard research grant for novel work in Political Methodology

LEADERSHIP & OUTREACH

- Caltech Undergraduate Peer Advocate 2019-2020
- Member of SWE (Society of Women Engineers)
- Writer for Caltech's Trustworthy Social Media Medium publication group